

Green Lions

Race: Human

Head Coach: MrFaber

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Blitz1	Blitzer	7	3	3	8	Block								90 000
4	blitzer4	Blitzer	6	3	3	8	Block, Dodge, -1 Ma			1		2		7	120 000
6	catcher1	Catcher	9	2	3	7	Catch, Dodge, +1 Ma		3	1				6	90 000
7	catcher2	Catcher	8	2	3	7	Catch, Dodge, Diving Catch, Nerves of Steel		3	2		1	1	16	110 000
8	lineman1	Lineman	6	3	3	8	Block, 1 Ni		1				2	11	70 000
9	lineman2	Lineman	6	3	3	8									50 000
10	lineman3	Lineman	6	3	3	8									50 000
11	lineman4	Lineman	6	3	3	8	Block					1	1	7	70 000
12	lineman5	Lineman	6	3	4	8	+1 Ag		1				1	6	90 000
13	theOgreee	Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate					1		2	140 000
14	aa	Journeyman	6	3	3	8	Loner								50 000

Total number of players next game: 11/11

Totals (excl TV for MNG players): 8 4 0 5 5 55 930 000

Induced Stars and Mercenaries

MA ST AG AV Skills

CP TD Int Cas MVP SPP Value

Inducements (for next match)

Bloodweiser Babes (0-2): ___ x 50 000
 Bribes (0-3): ___ x 100 000
 Extra Training (0-4): ___ x 100 000
 Halfling Master Chef (0-1): ___ x 300 000
 Wandering Apothecaries (0-2): ___ x 100 000
 Card budget: x 0
 Gate:
 FAME:



Team Goods

Rerolls: 4 x 50 000 = 200 000
 Fan Factor: 2 x 10 000 = 20 000
 Assistant Coaches: 0 x 10 000 = 0
 Cheerleaders: 0 x 10 000 = 0
 Apothecary: 1 x 50 000 = 50 000
 Treasury: 30 000
Team Value (incl MNGs value): 1 200 000
Induced Value: 0
Match Value (TV for match): 1 200 000

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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